EARLY GAMES

FOR YOUNG CHILDREN

BY JOHN PAULSON

Apple II

LEARNING TOOLS
educational software

EARLY GAMES
for young children

This is a set of **nine** entertaining and educational games designed for children ages 2½ to 6. **No adult assistance is needed** as even very young children select a game of their choice, play it, and select a different game...**all by themselves.**

- PICTURE MENU GIVES CHILDREN CONTROL
- NINE GAMES ALL LOAD INTO MEMORY
- MATCH NUMBERS OR LETTERS
- COUNT COLORFUL BLOCKS

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- NINE GAMES ALL LOAD INTO MEMORY
- MATCH NUMBERS OR LETTERS
- COUNT COLORFUL BLOCKS
- ADD AND SUBTRACT STACKS OF BLOCKS
- WORK WITH THE ALPHABET
- COMPARE SHAPES
- DRAW AND SAVE COLORFUL PICTURES

EARLY GAMES offers the child a diverse selection of activities which stimulate the process of problem solving as well as foster individual creativity.

Pamela Bach, Director
Youth World Day Care Center

I took **EARLY GAMES** home for my kids and they really liked it! It held their attention and they learned from it.

Jeanette Fritze
Computer Saleswoman

EARLY GAMES can help children learn new concepts, information, and skills and also introduces them to the joys and benefits of home computers.

Peter Clark, faculty
Institute of Child Development
University of Minnesota

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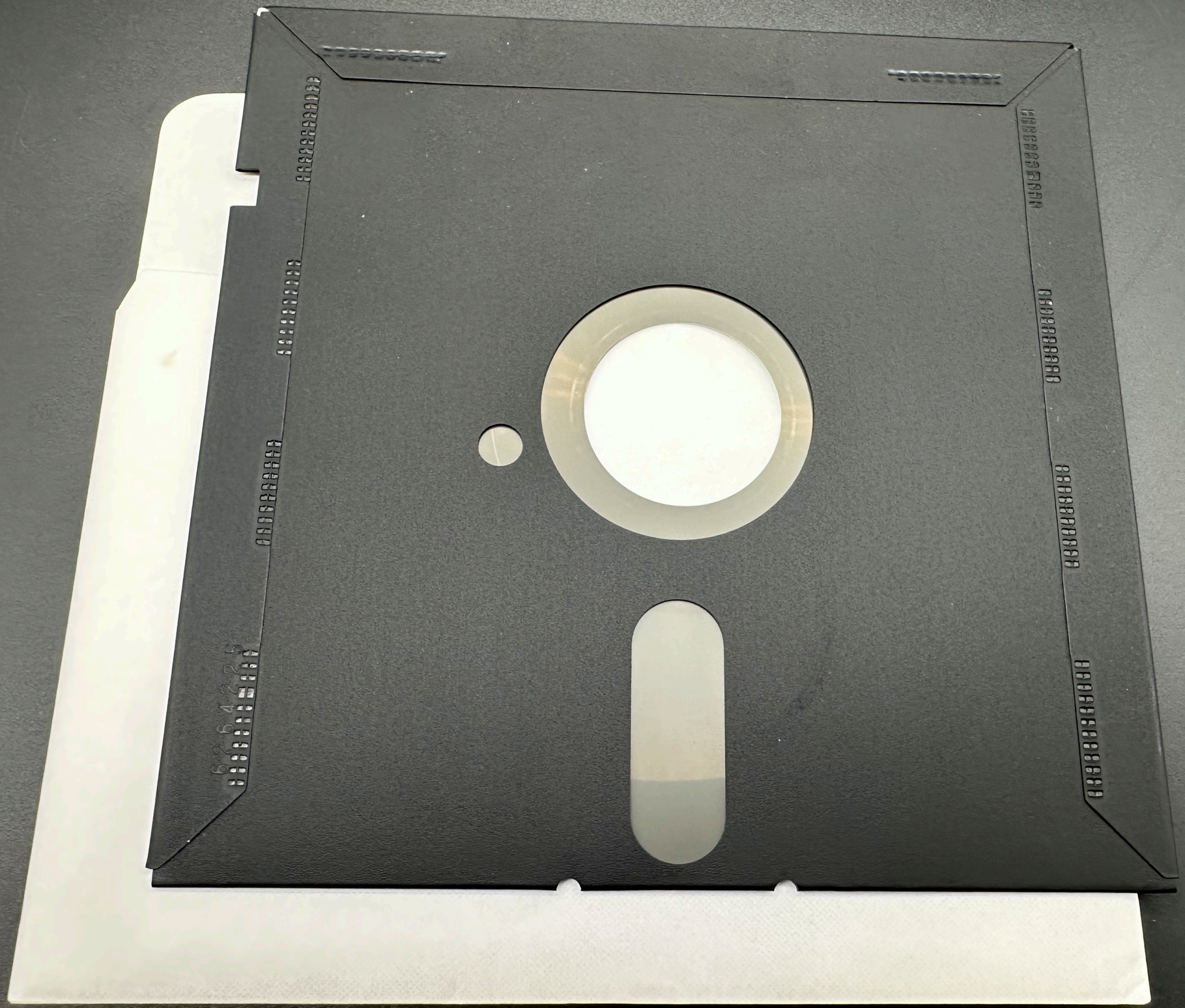

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Apple II Computer 48K
and
IBM Personal Computer

LEARNING TOOLS
educational software

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EARLY GAMES
for young children

EARLY GAMES is a set of nine entertaining and educational games controlled by a single program. Although some adult assistance is helpful in the first few sessions, even very young children can soon select a game, play it, return to the menu, and select a different game.**all by themselves!**

The activities are non-aggressive, very colorful, and help children develop basic skills.

The games are designed to minimize frustration and help children feel comfortable with the computer.

To play **EARLY GAMES,** simply insert the disk into the disk drive and turn the computer on. When finished, the computer must be turned off before booting another disk.

The **ESC** key returns the child to the menu. Be certain the child knows this and understands how to do it.

MENU

The menu consists of a series of pictures depicting the different games. When children see the picture of the game they desire to play, they simply press any key. The game begins immediately. This enables even very young children to control the program and feel comfortable playing the computer.

MATCH NUMBERS

A large, colorful number from 0 to 9 is displayed on the monitor. The objective is to match the number with the proper key on the computer keyboard. As in all the games, there is immediate feedback to help the child.

COUNT

First, count up the colorful blocks displayed on the monitor. Then find the key with the appropriate number and press it. This and the next two games become more difficult as they are played with success.

ADD

The computer displays a stack of blocks, a plus sign, another stack of blocks, and an equals sign. Count up the blocks in each stack and add them together. The sum is never greater than nine.

SUBTRACT

This game has the same format as the ADD GAME but with a minus sign. Subtraction is a difficult concept for preschoolers and requires more patience than the other games.

MATCH LETTERS

As in the first game, the challenge is to find the key on the keyboard which matches the large colorful letter displayed on the monitor. The numbers and letters are in two separate games to help children differentiate between them.

ALPHABET

This game is designed to help children learn the order of the letters in the alphabet. The letter "A" is displayed on the monitor and the challenge is for the child to enter the next letter in the alphabet. If the response is incorrect, the computer displays the alphabet up to the letter in question. If the next response is also incorrect, the computer flashes the correct answer on and off. When the response is correct, the computer displays that letter and asks for the next one.

NAMES

To begin, an adult enters the child's name when prompted by the computer. The child can then practice typing his or her name with some guidance from the computer. This game accepts spaces, initials, etc.

COMPARE SHAPES

The computer displays four shapes on the monitor, each with an identifying number. All are the same color, but one has a different shape. Determine which shape is different and enter its identifying number.

DRAW

To draw, simply press any key. The position of the key on the keyboard determines which direction is drawn. The upper keys draw up, the lower keys draw down, the corner keys draw diagonally, etc.

Press the **SPACE BAR** to change the color.

To save a picture you like, press the **CTRL** key and the **P** key at the same time. Enter a name for the picture and press **RETURN.** The children often name their pictures with their own name, which they have been practicing typing in the **NAME GAME.**

To retrieve a picture from disk, press the **CTRL** key and the **P** key at the same time while in the menu. Enter the name of the picture and press **RETURN.**

If the computer responds "THAT PICTURE IS NOT ON THIS DISK" then the name was not entered correctly. Take care not to accidentally use any hidden control characters when saving or retrieving pictures.

If the disk is full, the program will not be able to save additional pictures. Standard DOS commands, however, will delete old pictures and make space for new ones. Simply boot any disk with DOS on it, insert the **EARLY GAMES** disk, and delete any unwanted pictures. Another option is to save pictures on a different disk.

LIMITED WARRANTY

The manufacturer warrants this software product against defects in manufacturing for a period of thirty days following purchase.

If, during that period, you cannot properly load the program, you may return it to the manufacturer for a replacement disk.

This warranty does not apply if the product has been damaged by accident, abuse, or modification.

The manufacturer does not warrant the suitability of the software, and is not responsible for any incidental or consequential damages caused by use of the same. In any case, the manufacturer's liability is limited to any the purchase price of the software.